FIG. 1 CONVENTIONAL ART

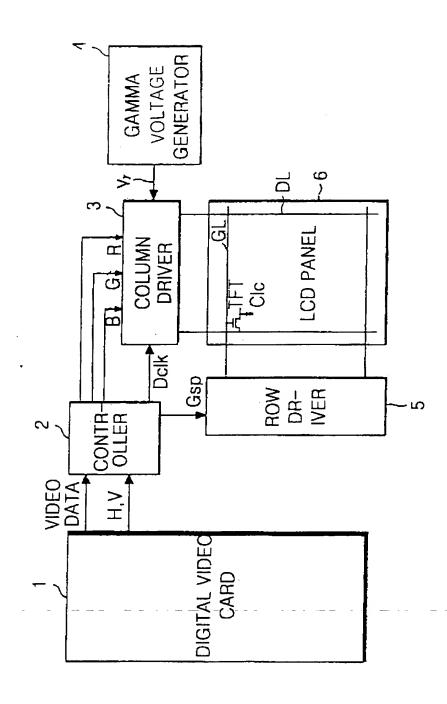
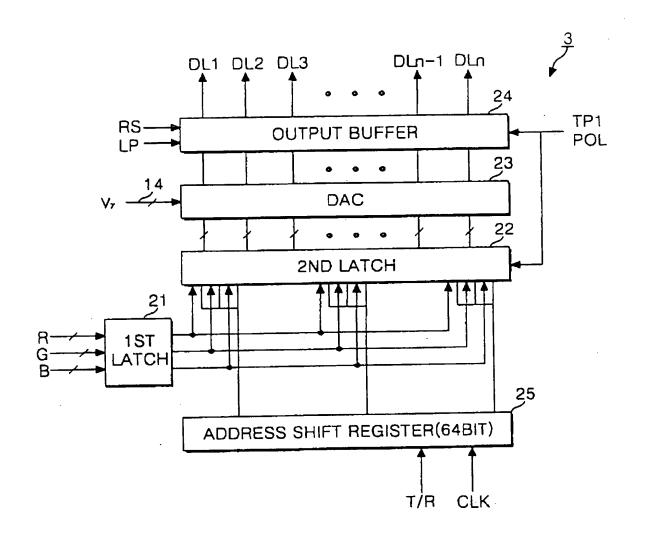


FIG.2 CONVENTIONAL ART



## FIG.3 CONVENTIONAL ART

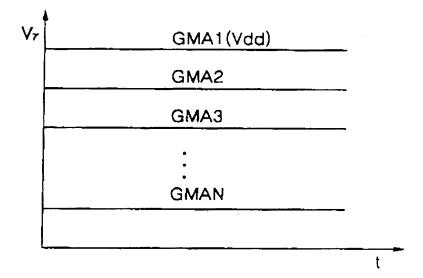


FIG.4 CONVENTIONAL ART

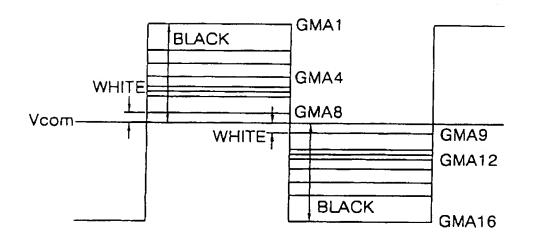
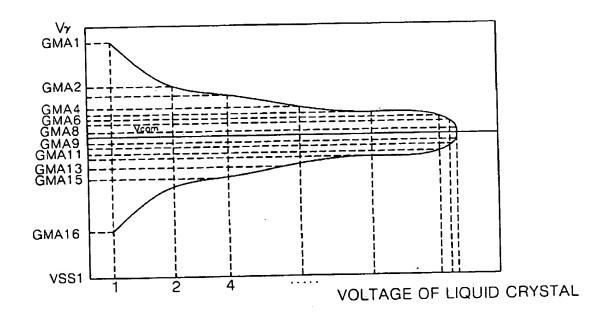
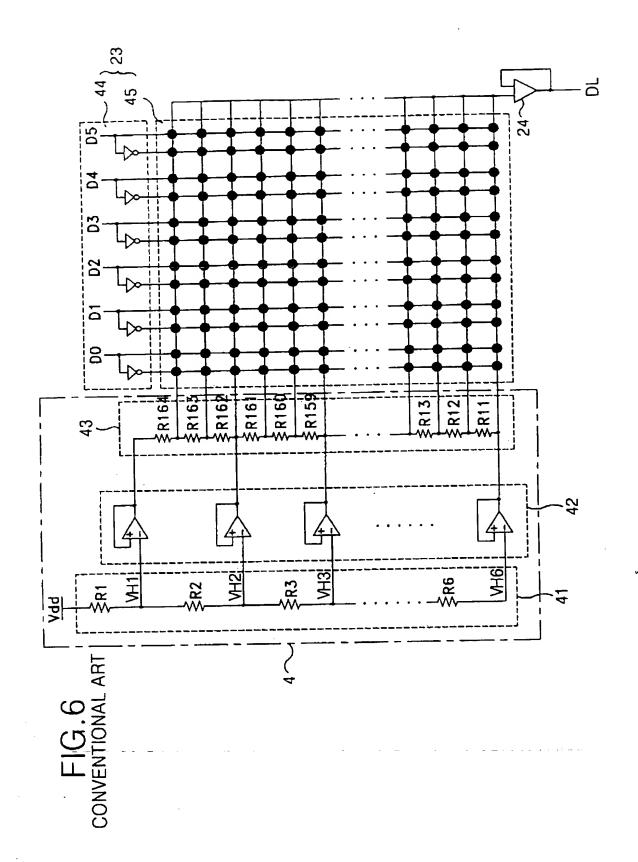


FIG.5 CONVENTIONAL ART





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## FIG.7 CONVENTIONAL ART

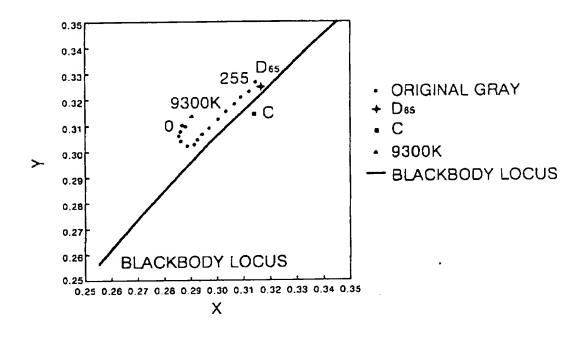
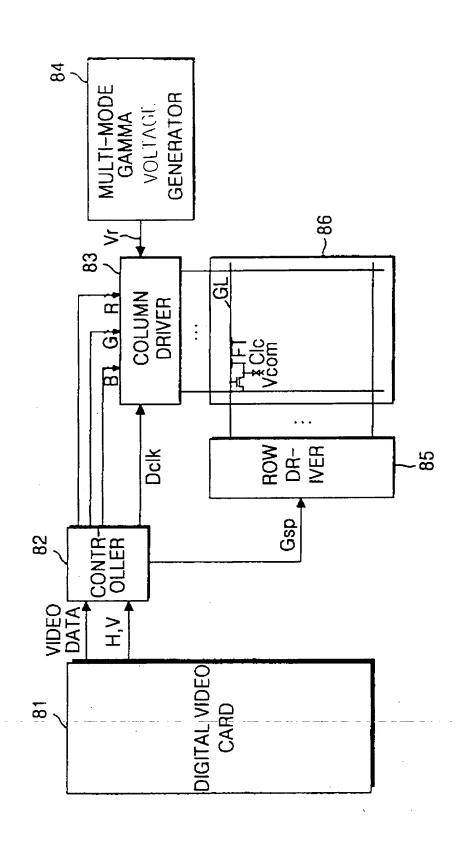
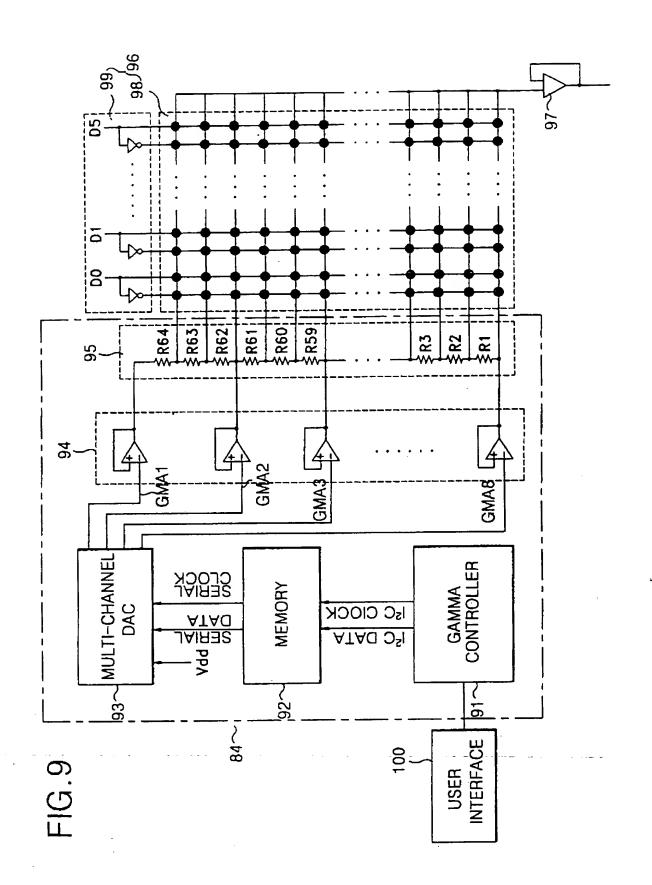
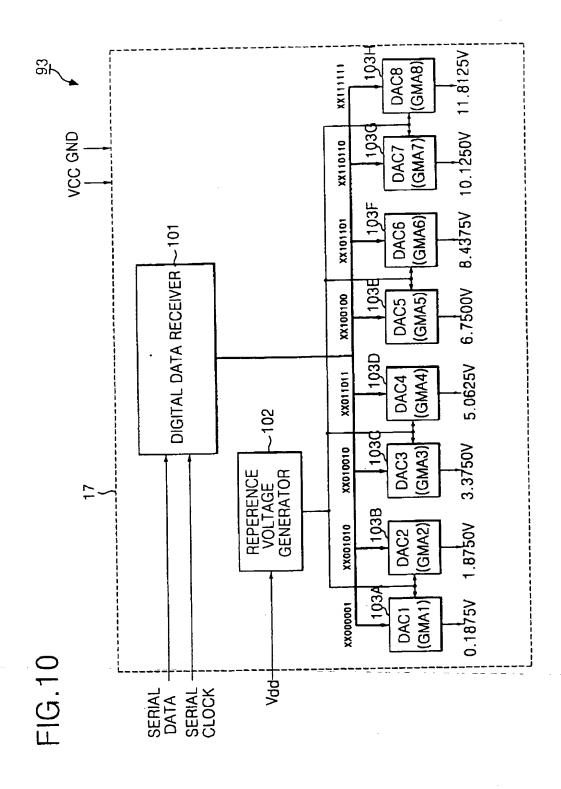


FIG.8





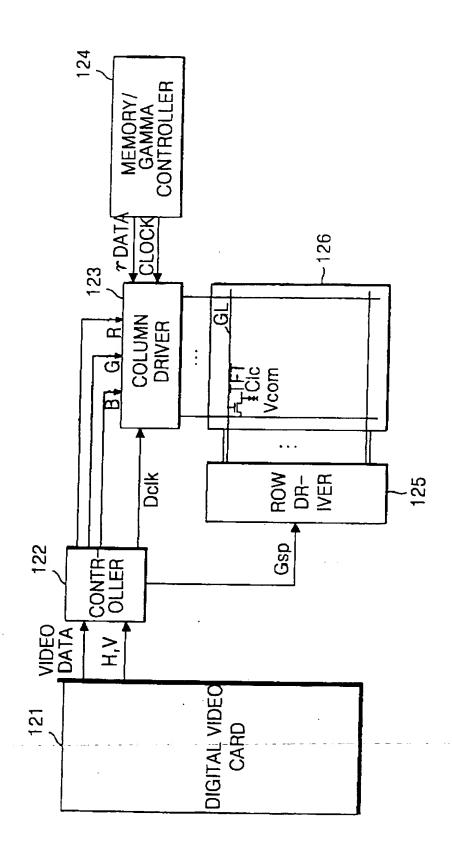


## FIG. 11

		٦
	00	
	D3 D2 D1	
	<u>)</u> 3	
	D4	
	D5 I	
	×	
	×	
	⋖	
	SA	
	SD SC SB SA	
	CS	
i	S	
	o St	
	1 A	
	2 A	
	3 A;	
	Ŕ	
-	()	_
	<b>.</b>	

S=START CONDITION, A3~A0=ADDRESS BIT, SC~SA=SUBADDRESS BIT A=HEADER BIT, D5~D0=DATA BIT

FIG.12



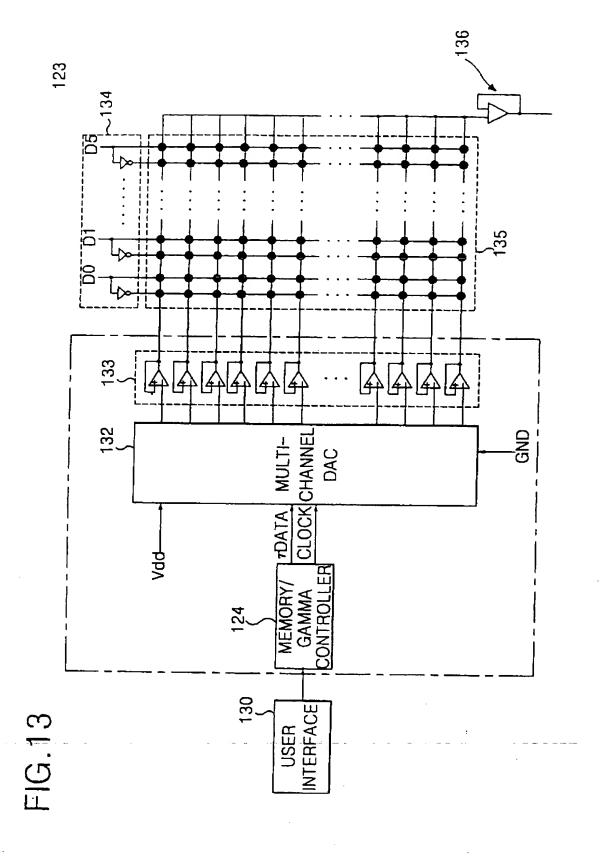
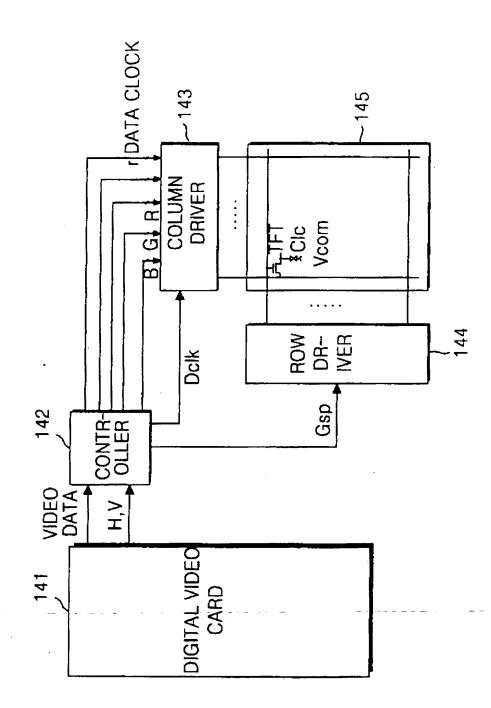
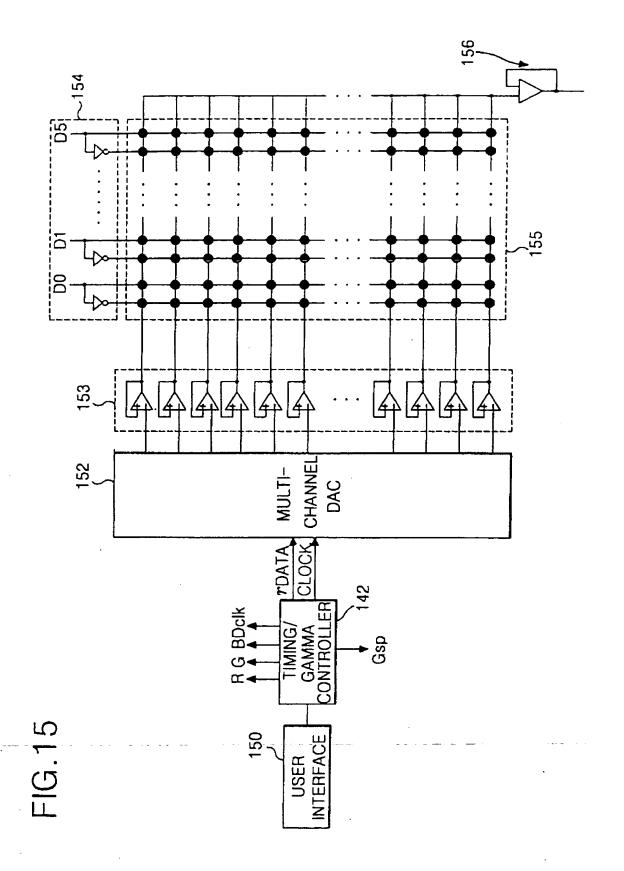


FIG.14





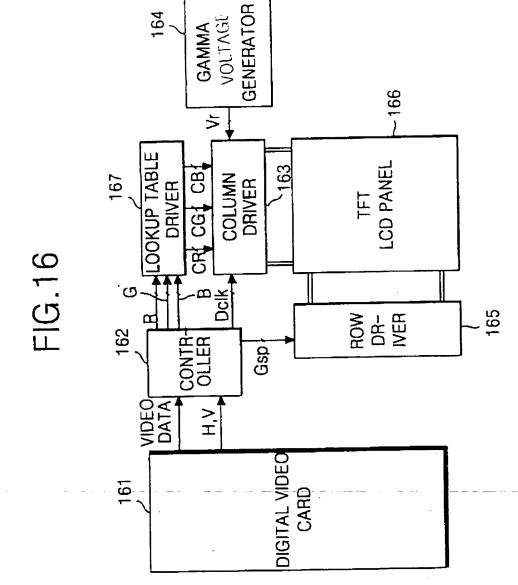


FIG.17

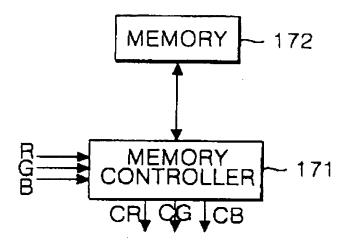


FIG.18

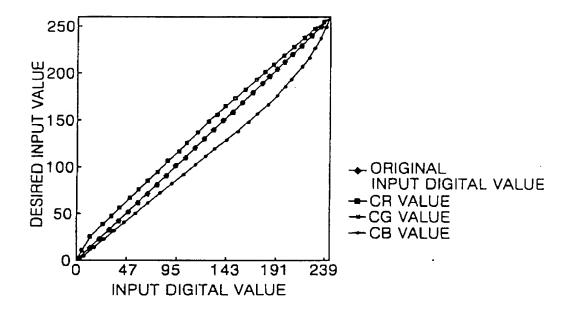


FIG.19

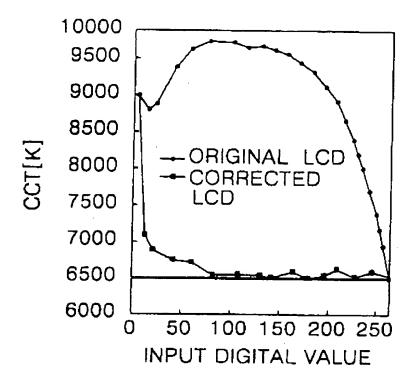
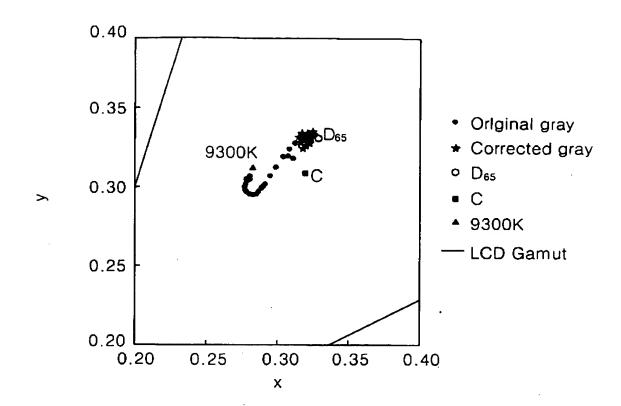
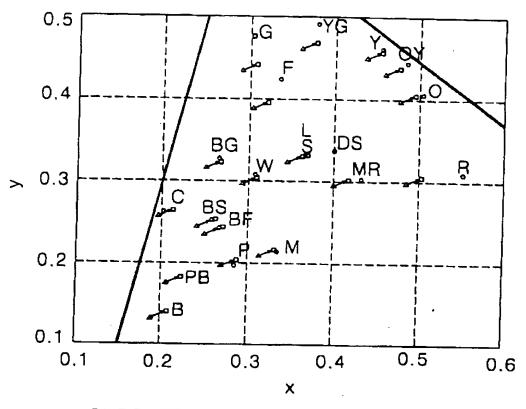


FIG.20



FORGE LOGEOROGO

FIG.21



- CHROMINANCE CO-ORDINATES OF INPUT IMAGE
- CHROMINANCE
  CO-ORDINATES OF
  LCD DISPLAY IMAGE
- CHROMINANCE CO-ORDINATES CORRECTED BY LOOKUP TABLE